

Newsletter for Belle Vue Primary & Nursery School



It has been lovely seeing children back in school this week after the half term break. We are now halfway through the academic year! Spring is certainly in the air with brighter mornings and longer days. Hopefully we'll start seeing the sun coming out more often, but it can still be quite chilly in the mornings so please make sure children have their coats!

Larissa Foundation Fundraiser - Squat Challenge

Thank you to everyone who joined and donated to the Squat Challenge which took place on Friday 7th February. You helped to raise a total of £194! All proceeds will go to Teenage Cancer Trust UK.



We would like to say a big thank you to one of our parents Mrs Perks-Bevington.



Mrs Perks-Bevington kindly came into school to speak to our Year 2 classes about her career as part of our current PSHE unit, jobs in the community. Please see below some photo's that were taken on the day.



Our whole school attendance for week beginning 10th—14th February 2025 is **94.2%**
(National expectation is **96%**)

YEAR GROUP	PERCENTAGE	YEAR GROUP	PERCENTAGE
RRJ	92.2%	RD	95.5%
YEAR 1P	92.9%	1W	88.1%
YEAR 2W	92.8%	2L	97.5%
YEAR 3W	95.5%	3P	94.1%
YEAR 4CM	95.3%	4T	100%
YEAR 5W	96%	5P	95%
YEAR 6HA	93.3%	6HO	91.7%

**DATES TO
REMEMBER**

Please visit our school website to view our academic dates for 2025/2026

Thank you!



GAME MODE GUIDE



		 GAME FORMAT	 QUESTION TYPE	 COINS	 HEATMAP
SINGLE	JAMMING	10, 20 or 30 questions	Select the tables and operations you want	8 coins for $\times \div$ mix 4 coins for \times OR \div	\times
	GARAGE	1, 2, or 3 minute games	\times and \div questions chosen just for you	10 coins per correct answer	✓
	GIG	Up to 100 questions in 5 mins	\times questions only up to 12×12	10 coins per correct answer	✓
	STUDIO	1 minute games	\times and \div questions up to 12×12	1 coin per correct answer	✓
	SOUNDCHECK	25 questions, 6 seconds each	\times questions only up to 12×12	5 coins per correct answer	✓
MULTI	FESTIVAL	1 minute games	\times and \div questions up to 12×12	1 coin per correct answer	✓
	ARENA	1 minute games	\times and \div questions chosen just for you	1 coin per correct answer	✓
	ROCK SLAM	1 minute games	\times and \div questions up to 12×12	1 coin per correct answer	✓

We recommend a “little and often” approach; 3 minutes practice a day, 4 or 5 times a week is a good target.

What are the different Game Modes?

Single Player

Jamming 4 or 8 coins/correct answer	The only game mode without a timer, players chose the table and operation (\times or \div or both) they want to practise. Answer 10, 20 or 30 questions.
Gig 10 coins per correct answer	Gig games last 5 minutes and contain up to 100 questions, which come in ‘waves’, starting with the 10s, then the 2s, 5s, 3s, 4s, 8s, 6s, 7s, 9s, 11s and 12s. Novices are not expected to get past the 5s. Gigs provide the child (and their teacher) with a simple measure of their current skills, which is why learners should concentrate fully for the whole Gig as they won’t get another try until next month.
Garage 10 coins per correct answer	Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. The questions they get keep adjusting to provide the best fit for every learner’s needs. This is probably the best game made for improving their recall while they’re still learning.
Studio 1 coin per correct answer	Here your child earns their Rock Status, which is based on their Studio Speed. The faster they are the better their status. Studio Speed is the average of their most recent 10 Studio games. Suitable for confident players.
Soundcheck 5 coins per correct answer	Soundcheck games ask 25 multiplication questions (up to 12×12), allowing 6 seconds for each question. Suitable for confident players.

Multi Player

Festival 1 coin per correct answer	Children compete against others from around the world, with their identities protected behind their rock names. Suitable for confident players.
Arena 1 coin per correct answer	Children race against other members of their class who are logged in and choose the same arena name at the same time. Arena games use the same smart question algorithm as Garage games.
Rock Slam 1 coin per correct answer	Players challenge their classmates or teachers to answer as many questions as they can in 60 seconds, setting a score for the challengee to beat. Pupils don’t need to be online at the same time.
Tournaments	<p>Battle of the Bands – groups of children within the same school (usually classes, year groups or teams) compete to have the highest <i>average</i> score per player.</p> <p>Top of the Rocks – like a Battle of the Bands <i>between</i> schools. The winning class or school is the one with the most correct answers per person.</p> <p>Important: Each correct answer (in any game mode) earns 1 point towards the team’s total in addition to the coins earned. For example, in Garage games each correct answer is worth 1 point for the team and 10 coins for the player.</p>



Learners with different needs

How can I hide the timer?	Start a game and press ⚙ > Hide Practice Clock. You could also play a game in Jamming.
How can I increase the length of Garage games?	Single player > Garage > press the little arrow below “play solo” > choose 1, 2 or 3 minutes.
The tables are too hard	Make sure your child is playing in Garage or Arena game modes. If this does not resolve the issue, please speak to your child’s teacher. Remember that Jamming mode allows the child to choose the tables themselves.
My child gets anxious	Try the three above plus: setting mini goals (e.g. complete 2 minutes today, get 1 more point in the next game, pass 1 level); having a break from online play (come back in a couple of days); and reminding them of Baz’s words: “A good rock star stays chillaxed by accepting they make mistakes.”
My child has visual impairments; what settings are available?	Head to the Profile page where you can: change the colour scheme; reduce the visual stimuli with Declutter mode; increase the font size or switch to a dyslexia-friendly font called Lexie. play.ttrockstars.com is also screen reader compatible.
Can I turn off division?	Yes in Jamming mode but not in the other games. The reason for that is that practising multiplication and division at the same time supports the recall of both and is the most successful approach. If your child is finding division confusing, please speak to their teacher about starting with the 10s only and for advice on how to help at home.

Troubleshooting

My child’s coins and/or Studio speed have suddenly dropped	Another child may have logged in as your child. Please reassure your child that this can be rectified. Contact their teacher who can set a new password, refund any coins, delete Studio games and talk to the class about online safety.
My child plays too much	Set firm TTRS time limits; reward healthy choices; take away devices before bed.
My child’s name is showing on a school leader board.	Please ask your child’s teacher to change the settings at their end so that rock names show on the leaderboards instead of real names.
What does the 🕒 mean?	If this symbol appears over a game tile (e.g. over Garage) it means the teacher has set your child a certain number of minutes to practise in that game mode for homework. Once they complete those minutes the other games unlock.



WORLD BOOK DAY

Thursday 6th March



Children are invited to come to school dressed as their favourite fictional STORY book character or come to school wearing their pyjamas and bring along their favourite book. Please note that if your child chooses to wear their pyjamas the book is an essential part of the 'costume'.

No football kits please!